Special Instructions for the Apple® II Family of Computers

Compatibility

Might and Magic® II runs on any Apple® IIc, IIe, IIgs or compatible with at least 128k of RAM. The sophisticated animation of Might and Magic® II requires that your computer have the ability to run Double Hi-Res graphics.

Copying Disks

Before getting started you must copy Side B on to a non-write protected (notched) 5 1/4" disk. This enables you to save your party when signing into an Inn.

If you do not copy Side B on to a notched disk, you will not be able to save your characters when signing into an Inn.

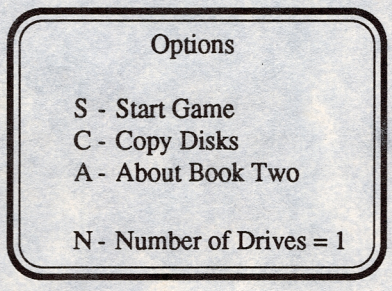
Use the **Copy Disks** feature in the Opening Options Menu or an equivalent copy utility for this purpose.

Note- It is recommended, but not required, that you also make copies of sides C, D, E, and F, which are used extensively throughout the course of the game. Side A is copy protected and will not function properly if copied.

Getting Started

To begin playing Might and Magic®, place Disk A into Drive 1 and turn the computer **ON**.

Opening Options Menu



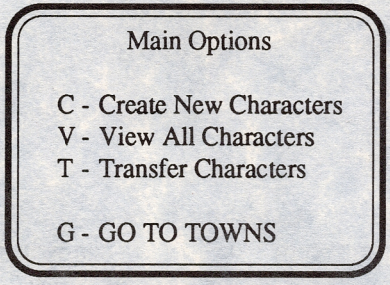
A - About Book Two

In the Apple® II version, the Demo option shown in the manual has been replaced by **About Book Two.** Press **A** to view the creators of Book Two, as well as the version number. Press **<Return>** to get back to the Opening Options Menu.

N - Number of Drives

Game play can be enhanced if you have two 5 1/4" Disk drives. Press **N** to select 1 or 2 drives. This eliminates some inconvenient disk swapping during game play and while using the **Copy Disks Option.**

Main Options Menu



T - Transfer Characters

Before transferring Might and Magic®, Book One characters, make a copy of Book One, side B, to ensure that no harm comes to your old characters.

Note- As stated in the manual, all current Book Two characters will be eliminated during transfer. So, if you intend to create new characters AND transfer old characters, perform the transfer first.

Shopping Hints

When browsing in any of the shops in the five towns, be aware that the following abbreviations have been made:

I - Iron
S - Silver
k - 1000
B - Bronze
G - Gold

So an item listed as:

G Ring Mail - 20k

is **Gold** Ring Mail for the low, low price of **20,000** Gold. Caveat Emptor.

A dash next to an item indicates that that item is unusable by the current character.

3 1/2" Disk and Hard Drive Users

Due to incompatible formats, we are unable to support 3 1/2" disks or hard drives for the Apple® II Series at this time.

Playing Tips

Be aware that messages and events can be based on days, years and centuries. So, an encounter that happens on Day 35, may or may not happent on Day 36. After long clues or messages, press any key to continue.

If you think that you are getting killed to often try changing your party's disposition to inconspicuous. To do this, refer to page 19 of the manual, **Game Commands While Marching , CONTROLS.**

Remember to equip weapons and armor. If you get a ***Backpack Full*** message, you must immediately drop an unwanted item and search to receive the new item(s).